

THE WITCH

A CHARACTER CLASS OF NATURAL ARCANA

PRINTER FRIENDLY (-ISH)



A WALROCK HOMEBREW CREATION

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ON THE COVER

Diana Nock paints an evening scene at a witch's cottage, overgrown but far from neglected. Passed down through generations of witches, the cottage has elements from several former owners, as well as a haphazard mushroom garden containing at least a few non-poisonous fungi.



ALSO ON THE COVER

Our archetypal witch, named Nathilda Pickingill, also illustrated in detail by Diana Nock. Nathilda wears practical clothes, pairing a set of heavy workboots and a dress (with pockets!) with her riding cloak, clasped with a simple brooch representing moon phases. At her side is her ever-curious and playful familiar, Malefelies, toying with a token of his mistress's power.



VERSION 1.2.3

Disclaimer: Walrock Homebrew is not responsible for any contractual stipulations or unintended consequences from brokering deals for ancient magical power with the nameless shadows that have existed before time. Using said power to place curses upon yourself, others, or (accidentally or intentionally) fellow party-members is permitted, and such curses are the sole property and responsibility of their curse-holders. Be also aware that putting a hut on chicken legs and imbuing it with a limited sentence is likely to decrease property value, cause all manner of zoning violations, and (obviously) be really, really fun.

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WITCH

HOLDING A WAND IN A LOOSE GRIP, a young human with tousled red hair and a sheepish grin faces down a furious orc warrior nearly three times his size. With a word and a gesture, the boy's red hair suddenly erupts into a flurry of long, vicious, living tendrils that wrap themselves around the legs and throat of the orc, dragging the shocked warrior off his feet and holding him aloft.

Sitting atop a floating broom, a wood elf with glowing green eyes gently directs it to pass by the royal palace and idle next to an open window overlooking the throne room. She spies, through the window, the king of all the realm holding court on his throne. The elf gingerly reaches into her sleeve and retrieves a rudimentary straw doll, fashioned with a tiny gold crown upon its head, and a gleaming silver pin. A single pinprick strikes through the heart of the doll, and the king doubles over clutching his chest in pain, sending his courtiers into a blind panic. The wood elf watches, satisfied.

Pounding a handful of herbs into powder with her trusty mortar and pestle, an elderly tiefling in a flowing grey robe tosses them into her cauldron, already raised to a boil over an open flame. As she does so, the cauldron exudes a noxious green cloud and begins to froth wildly. In just a handful of days, the tiefling will begin the distillation process, creating a new vial of eldritch poison to seep life from the world.

Witches are learned practitioners of the earliest of



magics, from a time when the arcane and the natural were studied as one. Eschewing the more esoteric magics studied by some of their peers, witches prefer practical magic with a variety of potential uses. Witches draw upon the power inherent in the night and the land to breathe life into fallen comrades, brew mystical potions and poisons mighty enough to fell a dragon, and weave terrible curses that may plague an individual for the rest of their life.

ACOLYTES OF THE FIRST MAGIC

When the world was young and the mortal races existed entirely at the mercy of primordials, gods, and monsters, there were beings in the darkness that took a surprising mercy on those lesser creatures struggling to survive.

Whether these beings were spirits, specific gods, or

THE WITCH

Level	Proficiency Bonus	Jinxes Known	Features	Cantrips Known	Spells Known	—Spell Slots per Spell Level—								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	—	Spellcasting, Occult Familiar	3	3	2	—	—	—	—	—	—	—	—
2nd	+2	2	Jinx (1/rest), Witch's Coven	3	4	3	—	—	—	—	—	—	—	—
3rd	+2	2	Brewcraft, Imbue Potion	3	5	4	2	—	—	—	—	—	—	—
4th	+2	2	Ability Score Increase	4	6	4	3	—	—	—	—	—	—	—
5th	+3	2	Jinx (2/rest)	4	7	4	3	2	—	—	—	—	—	—
6th	+3	2	Witch's Coven feature	4	8	4	3	3	—	—	—	—	—	—
7th	+3	3	Enchant Broom	4	9	4	3	3	1	—	—	—	—	—
8th	+3	3	Ability Score Improvement	4	10	4	3	3	2	—	—	—	—	—
9th	+4	3	—	4	11	4	3	3	3	1	—	—	—	—
10th	+4	3	Witch's Coven feature	5	12	4	3	3	3	2	—	—	—	—
11th	+4	3	Fine Fettle	5	13	4	3	3	3	3	1	—	—	—
12th	+4	3	Ability Score Improvement	5	14	4	3	3	3	3	1	—	—	—
13th	+5	4	—	5	15	4	3	3	3	3	1	1	—	—
14th	+5	4	Witch's Coven feature	5	16	4	3	3	3	3	1	1	—	—
15th	+5	4	Jinx (3/rest)	5	17	4	3	3	3	3	1	1	1	—
16th	+5	4	Ability Score Improvement	5	18	4	3	3	3	3	1	1	1	—
17th	+6	4	—	5	19	4	3	3	3	3	1	1	1	1
18th	+6	5	—	5	19	4	3	3	3	3	1	1	1	1
19th	+6	5	Ability Score Improvement	5	20	4	3	3	3	3	2	1	1	1
20th	+6	5	Grand Old Wytch	5	20	4	3	3	3	3	2	2	1	1

something more sinister, no two tales agree, but the bargains they struck ushered the first inklings of mortal magic into the world. Witches hold as tradition that it was these magics that gave mortals a fighting chance, while others more suspicious of witchcraft tell that this was the first interference of malicious entities into mortal affairs, and an affront to the pure will of the gods.

Witches are always deeply individualistic, and in the present era have been divided by coven and practice. Though all witches learn from the writings of and words spoken by their elders, some study the ancient ways as an evolving historical and scholastic pursuit, while others practice their magics wild and with full communion of the old beings who laid the path of natural arcana before them. An endlessly diverse group of practitioners, witches rarely agree how best to use their magic, even within the same coven.

DEVOTED TO THE CRAFT

Though not all witches wander far and wide, no witch lives what could be considered a normal life. The reputation of witches as curse-binders and worse often precedes them, and even the best of witches often face at least an inkling of suspicion or fear from those they attempt to help.

Nevertheless, witches are always dedicated to learning the intricacies of their craft, though many witches do dabble. The specifics of the craft a witch learns are usually the product of the life that witch has led. A witch

that knows how to bind wounds has likely done so on many occasions, while a witch skilled in the arts of cursing may have lived a life full of revenge and spite.

CREATING A WITCH

When you create your witch character, consider strongly their morals and personal leanings. Witches always hold opinions of the world that they are willing to act upon, making them a dynamic and decisive force. How do these attitudes shape your magic, and how has your magic shaped them, in turn?

Who was the witch that introduced you to magic? Did you stumble upon an occult ritual deep in the woods, or did you enroll in a prestigious institute of witchcraft? What values do those witches close to you hold, and how have they colored your personality and ideals?

Finally, what has made you choose the life of a wandering witch? Are you searching for untold secrets,

WITCHCRAFT AND GENDER

In many worlds, witchcraft as a magical practice is closely aligned with magic users that identify as female. For whatever reason, the magics that the witches of these worlds practice are primarily (or exclusively) the domain of a single gender.

However, the witch as presented historically in D&D does not by default align with one gender or another. Members of any gender identification can be a witch, though cultural and social mores around gender and witchcraft likely still vary dramatically from setting to setting.

running from your status as a pariah, or seeking a land and place to call your own? In any case, your motivations are your own, and very little will stop you from achieving them.

QUICK BUILD

You can make a witch quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity. Second, select the hermit background. Third, select the Coven of the Dark Moon as your Witch's Coven. Fourth, choose the *acid splash*, *druidcraft*, and *poison spray* cantrips, along with the following 1st-level spells: *animal friendship*, *detect magic*, and *witch bolt*. Finally, add the spells *rite and speak with animals* to your ritual book.

CLASS FEATURES

As a witch, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per witch level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per witch level after 1st

PROFICIENCIES

Armor: None

Weapons: Blowguns, daggers, quarterstaves, sickles

Tools: Alchemist's supplies, the herbalism kit, and the poisoner's kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Animal Handling, Arcana, History, Insight, Medicine, Nature, Religion, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a dagger or (b) a sickle
- (a) a component pouch, (b) an arcane focus, or (c) a druidic focus
- a set of alchemist's supplies, an herbalism kit, and a poisoner's kit

OPTIONAL RULE: MULTICLASSING

If your group uses the optional rule on multiclassing in the *Player's Handbook* (p. 163), here's what you need to know if you choose witch as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least an Intelligence score of 13 to take a level in this class.

Proficiencies Gained. If witch isn't your initial class, here are the proficiencies you gain when you take your first level as a witch: blowguns, daggers, quarterstaves, sickles, alchemist's supplies, herbalism kit, poisoner's kit.

Spell Slots. Add all your levels in the witch class to the appropriate levels from other classes to determine your available spell slots.

- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

If you forgo this starting equipment, as well as the items offered by your background, you start with 2d4 × 10 gp to buy your equipment.

SPELLCASTING

Whichever magical tradition you hail from, you have an innate talent for spellcraft. Some attribute this to birthright, others to practice, but only with training and dedication will it grow stronger. See chapter 10 in the *Player's Handbook* for the general rules of spellcasting. The witch spell list is included here, at the end of this supplement.

CANTRIPS

At 1st level, you know three cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

SPELL SLOTS

The Witch table shows how many spell slots you have to cast your witch spells of 1st level and higher. To cast one of these witch spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *witch bolt* and have a 1st-level and a 2nd-level spell slot available, you can cast *witch bolt* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three 1st-level spells of your choice from the witch spell list.

You learn an additional witch spell of your choice at each level. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the witch spells you know and replace it with another spell from the witch spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for witch spells, representing the deep study of natural arcana required for witchcraft. You use Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Intelligence modifier

Spell attack modifier = your proficiency bonus +
your Intelligence modifier

RITUAL CASTING

You also have a spellbook known as a ritual book. Your ritual book does not contain the witch spells you know, which are instead fixed in your memory. Rather, the ritual book contains your choice of two 1st-level spells that have the ritual tag from the witch spell list. The spells that are in your ritual book don't count against the number of spells you know. You can't cast the witch spells in your ritual book except as rituals, unless you've learned them by some other means. You can also cast any witch spell you know as a ritual if it has the ritual tag.

Adding Ritual Spells. On your adventures, you can add other witch ritual spells to your ritual book. When you find such a spell, you can add it to your ritual book if the spell's level is equal to or less than half your witch level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Replacing the Book. You can copy a ritual spell from your ritual book into another book — for example, if you want to make a backup copy of your ritual book. This is just like copying a new ritual spell into your ritual book, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied ritual spell.

If you lose your ritual book and do not have a replacement, you can instead attempt to replicate each ritual spell in the lost book, writing each spell in turn into a new book. This has the same cost in time and currency as duplicating a book, above, but after scribing a spell you must roll an Intelligence (Arcana) check with a DC of 8 + twice the ritual spell's level, to determine whether or not you have recalled it correctly. On a success, the ritual spell is added to your book, but on a failure the spell is incorrect and forgotten, and must be found again. To avoid this, most witches keep an extra ritual book hidden away in a secure location.

OPTIONAL RULE: RITUALS WHILE LEVELING

If your DM does not want to include spells as potential loot items, they may consider allowing your witch character to add ritual spells to your ritual book at certain character levels.

If your DM uses this optional rule, add one spell with the ritual tag to your ritual book at 3rd, 5th, 7th, 9th, and 11th level in the witch class, instead of finding spells in the wider world.

SPELLCASTING FOCUS

You can use an arcane focus or a druidic focus as a spellcasting focus for your witch spells.

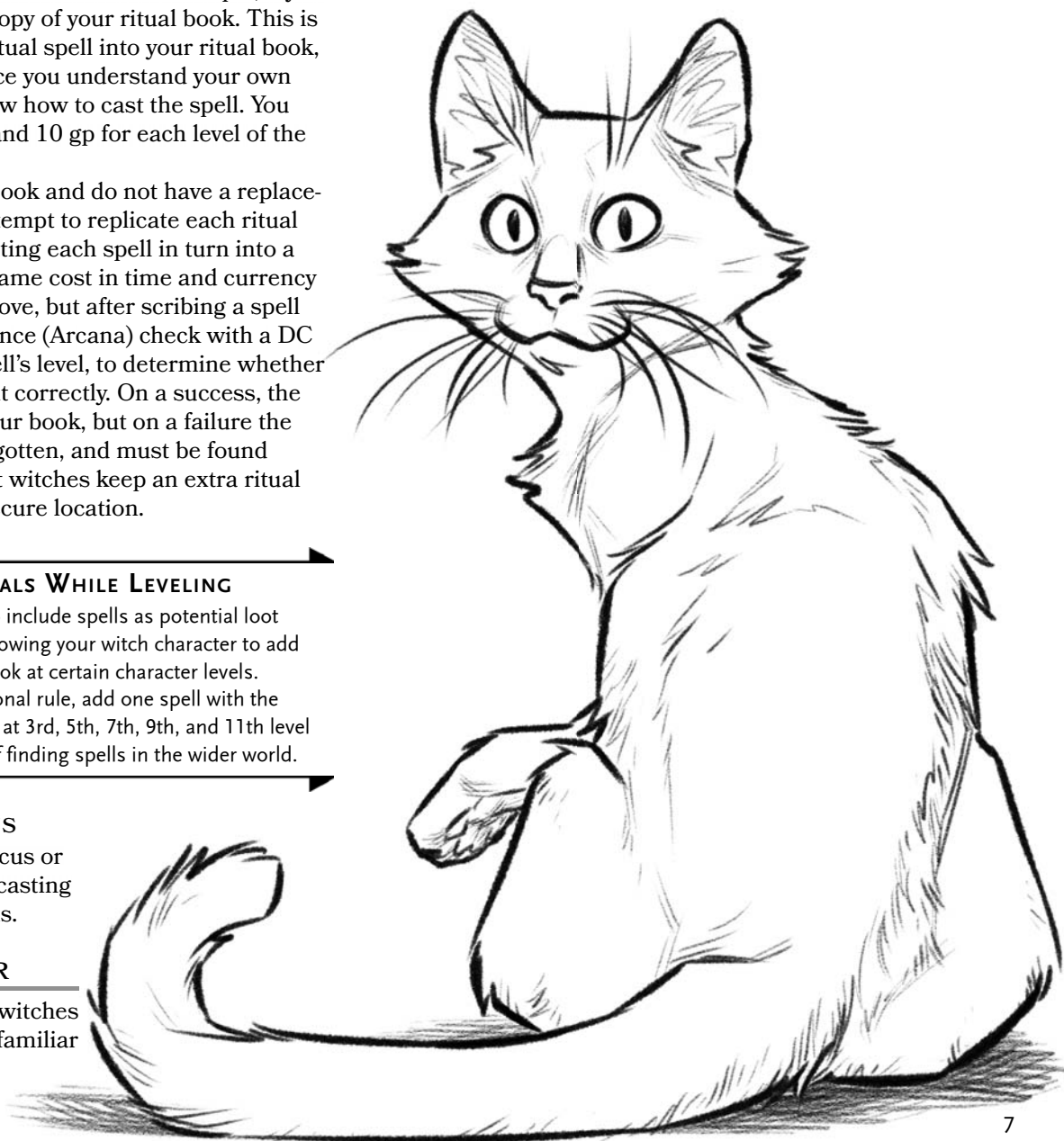
OCCULT FAMILIAR

Since time immemorial, witches have formed bonds with familiar spirits, which stand as

symbols and sources of their magical power. Historically, familiars have acted as messengers between witches and the unknowable entities that taught them the ways of the arcane, but in modern times familiars mostly serve as companions and foils to their chosen witch.

You know the spell *find familiar*, which counts as a witch spell and does not count against the total spells you can know. You are able to cast *find familiar* without expending a spell slot or any materials costs. Familiars you conjure with *find familiar* gain a number of additional benefits:

- The familiar's Charisma and Intelligence scores become 12, unless they are already higher.
- The familiar can speak, read, and understand all languages you know.
- The familiar's movement does not provoke opportunity attacks.
- The familiar adds your witch level to its hit point maximum.
- If the familiar succeeds on a saving throw and would take half damage, it instead takes no damage.



ROLEPLAYING A FAMILIAR

Familiars gifted with the power of speech often carry their own force of personality, and, like witches, have very strong opinions on what goes on around them. A familiar can be roleplayed a number of ways, such as being a foil to the witch they are paired with, a steadfast support, or an inquisitive trickster that always seems to find trouble.

Whether the witch's player or the DM roleplays a familiar is left intentionally vague, and should be discussed with your group, though the player is expected to control the familiar in combat. As a further option, many familiars are content to be passive observers, only commenting if necessary, should roleplaying a familiar prove too disruptive to the flow of gameplay.

Should you wish to further define your familiar's identity, however, you can roll on the tables included here for your familiar's personality, ideal, and flaw. A familiar's bond is always, "I must protect my master and ensure their success."

d8 Personality Trait

- 1 I'm endlessly optimistic, and determined to find the best in everything!
- 2 I'm polite, refined, and distinguished at all times.
- 3 I show my love through relentless sarcasm.
- 4 Magic fascinates me. My master must learn more of it!
- 5 I'm very shy. Strangers must first earn my trust.
- 6 I have a voracious appetite, and am always looking for new snacks.
- 7 I worry that my master isn't good enough, so I constantly nudge them towards greatness.
- 8 I'm frustrated with my lack of thumbs and often try new techniques to compensate for this.

d6 Ideal

- 1 **Knowledge.** We must know everything there is to know! (Neutral)
- 2 **Secrets.** The more hidden something is, the greater its worth. (Neutral)
- 3 **Obedience.** Like it or not, my master makes the rules here. (Lawful)
- 4 **Freedom.** I do what I want, and I may or may not apologise later. (Chaotic)
- 5 **Greed.** When I find something I want, I have to have it! (Chaotic)
- 6 **Respect.** All should respect my master's ability, and by extension myself. (Lawful)

d6 Flaw

- 1 I always watch my master to see what they are doing wrong. I voice my disapproval in little, subtle ways.
- 2 My curiosity is completely out of check.
- 3 I feel as if I'm four sizes greater than I am, and am bold to a fault.

d6 Flaw

- 4 I'm an unrepentant coward. Let my master fight for me, I'm staying out of it!
- 5 I hoard shiny objects in all my master's pockets when they're asleep.
- 6 Everyone except my master is expendable to me, and I make sure they know.

JINX

At 2nd level, you harness the power of jinxes, which are subtle ways to twist your spellcraft, derived from the blending of natural and arcane magics. Learn two jinxes of your choice from the following list. You learn one additional jinx of your choice at 7th, 13th, and 18th level.

Once on each of your turns in which a creature within 120 feet of you that you can see has failed a saving throw against one of your spells or has been hit by one of your attacks, you can use a bonus action to target one such creature of your choice with a jinx of your choice, out of those jinxes that you know. If multiple such creatures exist, still target only one of them. A jinx's effects last until the start of your next turn, unless the effects would end earlier. Jinxes are inherently magical, and do not function in the area of an *antimagic field* spell or similar effects.

You can use this feature once before you must finish a short or long rest to regain its usage. At 5th level, you can use this feature twice between rests. At 15th, this increases to three times between rests.

The jinxes you can learn are as follows. If a jinx has prerequisites, you must meet them before you can learn the jinx. Whenever you gain a witch level, you can replace one jinx you know with a different jinx on this list that you meet the prerequisites for.

Beguiling. Pull the creature 15 feet towards you in a straight line. This movement does not provoke opportunity attacks.

Crippling. The creature's movement speeds are reduced by 20 feet.

Draining (Requires 7th Level). The creature cannot regain hit points.

Dulled Reflexes. The creature cannot take opportunity attacks.

Fumbling (Requires 7th Level). The creature drops one item it is holding, of your choice. The item lands at the creature's feet.

Misfortune. The next attack the creature makes is made with disadvantage.

Repelling. Push the creature 15 feet directly away from you in a straight line. This movement does not provoke opportunity attacks.

Silenced (Requires 7th Level). The creature cannot talk and is unable to cast spells.

Supplication (Requires 7th Level). The creature must make a Strength saving throw against your spell save DC. If it fails, it becomes prone, and can recover from this condition as normal.

Wytfire. The creature casts dim light in a 10-foot radius. The next attack made against the creature has advantage.

WITCH’S COVEN

Also at 2nd level, you align yourself with a witch’s coven, a secretive society of witches that closely guards their magical secrets from those outside.

Select a coven from one of the following options: Coven of the Dark Moon, Coven of the Full Moon, Coven of the Half Moon, Coven of the Crescent Moon, Coven of the Eclipse, Coven of the Gibbous Moon, or Coven of the Lost Moon. These are detailed later in this class option.

BREWCRAFT

Natural magic and arcane magic are not separate entities to a witch. Because of this, witches are masters of unlocking the arcane potential hidden in common herbs and plants.

Starting at 3rd level, if you craft a magic item in the potion category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

OPTIONAL RULE: FORAGING FOR HERBS

Your DM may allow any character proficient in the herbalism kit to spend their downtime foraging for herbs that decrease the crafting cost of potions, poisons, and other items listed with the Brewcraft feature.

Whenever such a character has a week of downtime, they can choose to spend it collecting herbs. After completing this week, roll an Intelligence check, adding proficiency with the character’s herbalism kit if they have one on their person. Make this check with advantage in a marsh or jungle, or disadvantage in a city, desert, or tundra.

The character then receives the item associated with the result of the check they have rolled, as listed on the Herbal Foraging table. The character can sell these herbs to interested parties, or use them to reduce the crafting cost of any potion, poison, or other alchemical item by the worth of the herbs. A character can use multiple herbs to further reduce the crafting cost of any relevant item they are creating.

These bonuses also apply to any mundane items you could create with alchemist’s supplies or the poisoner’s kit, such as antitoxin, acid, alchemist’s fire, ale, basic poison, or any of the poisons listed in the *Dungeon Master’s Guide* (p. 257-258).

Your DM may decide that certain potions or poisons (purple worm poison, as an example) are uncraftable to you unless you uncover specific rare ingredients first. Should you acquire them, subtract the price of these rare ingredients from the crafting cost accordingly.

HERBAL FORAGING

Result	Item	Worth	Examples
10-14	3d4 lb. of common herbs	5 sp / lb.	mint, sage
15-24	2d4 lb. of uncommon herbs	5 gp / lb.	horsetail, comfrey
25-29	1d4 lb. of rare herbs	50 gp / lb.	devilroot, embertear
30+	1 lb. of very rare herbs	500 gp / lb.	starspine, voidweave

IMBUE POTION

When witches are unable to spend great amounts of time brewing potions, they can imbue a tincture directly with their arcane power. The result is a potion that is

easier and less costly to make, but less stable and with little longevity.

Beginning at 3rd level, when you take a short or long rest and have an empty vial on your person, you can choose one of the following spells you know and can cast with available spell slots:

IMBUE POTION

Spell

Level Spells

- | | |
|-----|---|
| 1st | <i>animate hair</i> †, <i>charm person</i> , <i>command</i> , <i>cure wounds</i> , <i>disguise self</i> , <i>detect magic</i> , <i>false life</i> , <i>feather fall</i> , <i>mage armor</i> , <i>sleep</i> , <i>speak with animals</i> |
| 2nd | <i>alter self</i> , <i>barkskin</i> , <i>blindness/deafness</i> , <i>detect thoughts</i> , <i>dragon's breath</i> *, <i>enhance ability</i> , <i>enlarge/reduce</i> , <i>invisibility</i> , <i>lesser restoration</i> , <i>protection from poison</i> , <i>see invisibility</i> , <i>spider climb</i> |
| 3rd | <i>catnap</i> *, <i>dispel magic</i> , <i>feign death</i> , <i>gaseous form</i> , <i>nondetection</i> , <i>protection from energy</i> , <i>remove curse</i> , <i>revivify</i> , <i>tongues</i> , <i>vampiric touch</i> , <i>water breathing</i> , <i>water walk</i> |
| 4th | <i>charm monster</i> *, <i>death ward</i> , <i>fire shield</i> , <i>freedom of movement</i> , <i>greater invisibility</i> , <i>stoneskin</i> |
| 5th | <i>awaken</i> , <i>commune with nature</i> , <i>contact other plane</i> , <i>dominate person</i> , <i>greater restoration</i> , <i>legend lore</i> , <i>reincarnate</i> , <i>skill empowerment</i> *, <i>tree stride</i> |
| 6th | <i>curse of craving</i> †, <i>find the path</i> , <i>investiture of flame</i> *, <i>investiture of ice</i> *, <i>investiture of stone</i> *, <i>investiture of wind</i> *, <i>true seeing</i> |

* this spell is found in *Xanathar's Guide to Everything*

† this spell is found later in this supplement

Immediately choose any details this spell would have you select and expend that spell's material components and a spell slot equal to the spell level you intend the spell to function at. Instead of any targets specified by the spell, the spell's target becomes the creature that drinks the potion. If a creature must have certain attributes to be subject to the spell (such as a specific creature type), the potion only works on creatures with those attributes.

At the end of the rest, you then create a potion that is able to impart the spell you selected, with the details you have chosen. The spell slot you have used in the creation of the potion does not refresh as long as the potion exists. Once the potion (or an item it is applied to) has been used, is destroyed, or otherwise ceases to exist, the spell slot can refresh as it would normally, but does not automatically do so.

Using an Imbued Potion. As an action, a creature can drink the entire potion, administer it to another willing creature, or apply it to an item of food or drink. The potion only confers effects on a creature that drinks it entirely, or that consumes in entirety the item of food or drink to which it is applied. Such a creature immediately gains the effects of the spell you selected, with the specific details you chose when you first created the potion. An applied potion on a consumable item

can be detected by a creature holding the item with a successful Intelligence (Arcana) or Wisdom (Survival) check made against your spell save DC.

Spells imparted by this potion last for their normal durations, listed within the text of the spells themselves. If a spell conferred by this feature requires concentration, the creature that drank the potion must maintain concentration on the effect as if they cast the spell themselves. If a potion would require the creature drinking it to make a saving throw, that saving throw is made against your spell save DC.

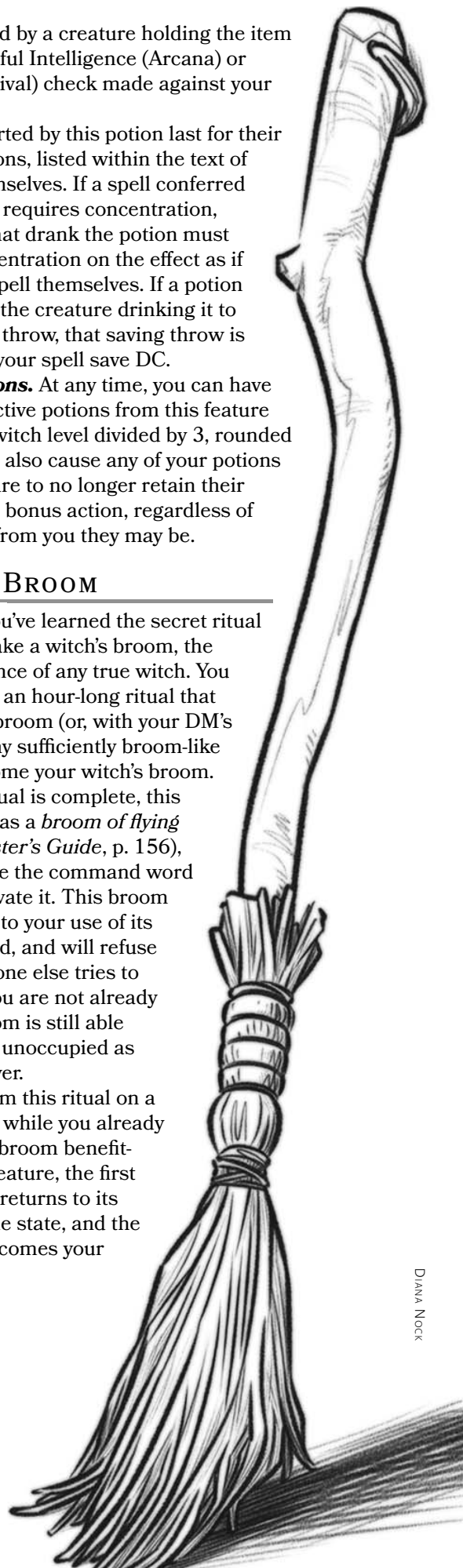
Active Potions. At any time, you can have a number of active potions from this feature equal to your witch level divided by 3, rounded down. You can also cause any of your potions from this feature to no longer retain their potency with a bonus action, regardless of how far away from you they may be.

ENCHANT BROOM

At 7th level, you've learned the secret ritual required to make a witch's broom, the flying conveyance of any true witch. You can undertake an hour-long ritual that prepares one broom (or, with your DM's permission, any sufficiently broom-like object) to become your witch's broom.

After this ritual is complete, this broom counts as a *broom of flying* (*Dungeon Master's Guide*, p. 156), and you choose the command word needed to activate it. This broom responds only to your use of its command word, and will refuse to move if anyone else tries to ride it while you are not already on it. The broom is still able to move about unoccupied as normal, however.

If you perform this ritual on a second broom while you already have a witch's broom benefiting from this feature, the first witch's broom returns to its initial mundane state, and the new broom becomes your witch's broom.



FINE FETTL

At 11th level, you are perpetually healthy and resistant to conditions that could be the death of others. You have resistance to poison damage and are immune to disease and the poisoned condition.

Additionally, you age only 1 year for every 5 years you grow older, are immune to the negative effects of aging, and cannot unwillingly die from old age.

GRAND OLDE WYTCH

Once you reach 20th level, you have been honored with the title of Grand Olde Wytch, bestowed on only the greatest practitioners of witchcraft. After you roll initiative, you can choose to be able to use your Jinx feature freely for the next one minute without expending any of its uses. All other restrictions on using Jinx still apply.

WITCH'S COVENS

When the first witches learned magic from mysterious entities in the dead of night, they were charged with finding new practitioners and teaching them the ways of natural arcana. While this originally took the form of a band of practitioners bound in ritual by firelight, more scholastically-oriented witches can treat their covens similar to a formalized house of students in a prestigious academy.

Regardless, covens traditionally exist with members in multiples of three, a number considered auspicious in the annals of witchcraft. Each coven ensures its members excel in a particular area of witchcraft, a legacy that can be dated back to the earliest days of that coven's founding.

COVEN OF THE DARK MOON

All witches possess a supernatural tie to the magic of shadows and the night, but those that band together under the Covenant of the Dark Moon are the most innately acquainted with this midnight arcana. Known as dark witches, they are sworn under the darkness of a new moon to sow curses and discord, disrupting the structures of society, for better or for worse. As such, witches of this coven tend to be chaotic in nature, but may be good, neutral, or evil depending on their individual morals.

COVEN OF THE DARK MOON FEATURES

Witch Level	Feature
2nd	Dark Moon Spells, Midnight's Own
6th	Minions of the Dark Moon
10th	Orb of Night
14th	Create Scarecrow

DARK MOON SPELLS

You gain advanced tutelage into specific spells important to your coven. You learn each of the spells on the following list at the witch level associated with them. These spells count as witch spells for you and do not count

against the total spells you can know.

DARK MOON SPELLS

Witch Level	Spells
2nd	<i>bane</i> , <i>Tasha's hideous laughter</i>
3rd	<i>blindness/deafness</i> , <i>darkness</i>
5th	<i>animate dead</i> , <i>bestow curse</i>
7th	<i>blight</i> , <i>Evard's black tentacles</i>
9th	<i>contagion</i> , <i>insect plague</i>

MIDNIGHT'S OWN

When you join this coven at 2nd level, you gain darkvision out to 30 feet, or increase the range of your existing darkvision by 30 feet. Your darkvision can see through magical darkness.

YOUR MOONS MAY VARY

The magic wielded by witches holds strong thematic ties to the night, and the covens witches form identify themselves with a specific phase of the moon, practicing rituals and dedications under its auspice.

However, not every setting has a moon. Witches in settings without a moon tend to identify themselves with constellations or other celestial bodies, typically those that share a symbology with what their coven represents. For example, the Covenant of the Full Moon in such a setting could identify with a constellation in the shape of a tree or a legendary healer. Likewise, the Covenant of the Dark Moon might identify themselves with a dimly-lit planetoid, fast moving and barely visible in the night sky, that has taken on the mythological trappings of a particular trickster spirit.

In a world with multiple moons, each coven may consecrate themselves to one of them, or to a particular celestial arrangement of moons in the sky. In such a world, the Covenant of the Half Moon might hold a binary combination of one full moon and one new moon to be sacred, as an example.

Additionally, by using a bonus action on your turn you can reduce the light level in a 10 foot radius centered on your choice of either yourself or your familiar, lowering it from bright light to dim light, or from dim light to darkness. This lasts for up to 1 minute, until you use this ability again, or until the creature the darkness is centered on moves or takes damage.

MINIONS OF THE DARK MOON

At 6th level, you have an almost reflexive grasp on the dark energies at your command, and can use them to create minions at a moment's notice. If a Medium or Small humanoid dies while within 10 feet of you or your familiar, you can use a reaction to instantly animate its corpse as your choice of either a skeleton or a zombie (*Player's Handbook*, p. 310-311) with a hit point maximum of 1.

This creature lasts for up to one hour or until it is destroyed, after which it disintegrates into dust. You can use this ability a number of times equal to your Intelligence modifier (minimum once), after which you require a long rest to refresh its uses.

Additionally, any skeleton or zombie you create with a witch spell (but not this feature) has its hit point maximum increased by half your witch level. Further, any skeleton or zombie you create, regardless of source, adds half your proficiency bonus to its rolls to hit with attacks.

ORB OF NIGHT

Beginning at 10th level, you can use an action to conjure an orb of night, which is a 5-foot diameter sphere of magical darkness centered on a point you can see within 60 feet of you. A creature that starts its turn within or adjacent to the orb of night takes 3d10 necrotic damage and must succeed on a Wisdom saving throw against your spell save DC or become blinded until the start of its next turn.

While the orb exists, you can use a bonus action on each of your turns to cause it to move up to 15 feet in a direction of your choosing. The damage dealt by the orb of night increases to 5d10 at 14th level.

This orb lasts for up to one minute or until you dismiss it with no additional action. Once you use this ability, you must finish a short or long rest before you can use it again.

CREATE SCARECROW

Starting at 14th level, you discover the terrifying secret to creating scarecrow servitors, golems of thatch, weaving, and wood that each contain a humanoid soul. Creating a scarecrow requires an hour long ritual involving a humanoid either killed within the past hour, or restrained for the duration of the ritual, during which you construct the scarecrow's body from available materials and imbue it with the humanoid's soul. If the humanoid is alive during this ritual, they die upon the ritual's completion.

A scarecrow lasts until it is destroyed, and you can have no more than 4 scarecrows active at any time.

Creating a new scarecrow while you have 4 active scarecrows causes a randomly-chosen active scarecrow to burst into flames and be reduced to ash. The statistics for a scarecrow can be found on page 268 of the *Monster Manual*.

Scarecrows have none of the memories of their mortal souls, but occasionally retain quirks and mannerisms. Your DM may decide to roll or choose one of the options on the following table, if they wish to add character to your scarecrows. It is recommended that no more than two of your scarecrows develop a quirk, however, to avoid disruption to the flow of gameplay.

d10 Scarecrow Quirk

- 1 Bows respectfully to anyone it considers of importance.
- 2 Often becomes lost staring at itself in a mirror or reflective surface.
- 3 When left idle, makes stitched dolls that resemble its mortal form.
- 4 Dances silently by itself when it thinks no one is looking.
- 5 Tries on spare articles of clothing it finds, unless told specifically not to.
- 6 Attempts to secretly collect one specific type of item, such as forks or bells.
- 7 Favors one type of gaming set, and will attempt to join any games of that type it sees.
- 8 Sometimes attempts to eat objects, despite not having a functional mouth.
- 9 Writes letters and even books, though the writing appears to be gibberish.
- 10 Gathers flowers and tries to give them to children it sees.

COVEN OF THE FULL MOON

Though the night may be dark, it is not without life, compassion, and mercy. The light of the full moon is a beacon to those that travel by night, assuaging their fears and lending them hope in the darkness. So, too, do the witches sworn to the Coven of the Full Moon give hope and healing, both to their allies and to the domains of nature. Witches of this coven are known as white witches and are often neutral or good, very rarely having any reason to stray towards evil, though they may be as lawful or chaotic as they see fit.

COVEN OF THE FULL MOON FEATURES

Witch Level	Feature
2nd	Full Moon Spells, Abundant Health
6th	Familiar's Solace
10th	Warding Moonlight
14th	Light of the Full Moon

FULL MOON SPELLS

You gain advanced tutelage into specific spells important to your coven. You learn each of the spells on the following list at the witch level associated with them. These spells count as witch spells for you and do not count

against the total spells you can know.

Full Moon Spells

Witch Level	Spells
2nd	<i>cure wounds, healing word</i>
3rd	<i>calm emotions, lesser restoration</i>
5th	<i>remove curse, revivify</i>
7th	<i>aura of purity, death ward</i>
9th	<i>dispel evil and good, greater restoration</i>

Abundant Health

When you join this coven at 2nd level, your healing magic carries with it the abundance of nature. If a witch spell or ability you use heals a target to its hit point maximum, any healing the spell or ability would do in excess of this amount instead becomes temporary hit points for the target, which last for up to one minute.

Familiar's Solace

At 6th level, your familiar's ties to your magic can save those around them from the specter of death. On your turn, you can use a bonus action to stabilize any number of creatures of your choice that are at 0 hit points and within 5 feet of your familiar.



The first time a creature is affected by this ability, you can cause it to regain 1 hit point. After a creature regains a hit point in this way, it cannot regain hit points from this feature again until it has finished a long rest.

Warding Moonlight

Beginning at 10th level, when a creature within 5 feet of you or your familiar takes damage, you can use a reaction to weave a defense out of moonbeams. After taking damage, that creature then gains temporary hit points equal to your witch level + your Intelligence modifier, which last for up to one minute.

Once you use this ability, you must finish a short or long rest before you can use it again.

Light of the Full Moon

Starting at 14th level, you can use an action and choose one creature you can see within 60 feet of you, imbuing that creature with the radiance of the full moon for one minute. During this time, the creature emits dim light in a 30 foot radius.

A creature subject to this effect cannot be charmed, frightened, poisoned, or have its hit point maximum reduced, and is immune to disease for the duration. Additionally, the creature can use a bonus action on its turn to draw power from the moonlight, healing itself for an amount of hit points equal to your Intelligence modifier + half your witch level.

Once you use this ability, you cannot use it again until you have finished a long rest.

Coven of the Half Moon

Notorious for playing tricks on mortal eyes, moonlight casts strange shadows, making things appear to be other than they are. When the moon is perfectly half-lit and half covered in shadow, the dim light it casts clouds the truth of all things, in equal part revealing and creating lies and deceptions. Witches of the Coven of the Half Moon are experts at crafting moonlight to their will, using it to both expose and author new treacheries. These grey witches (as they are known) trend towards being neutral, though many good and evil grey witches exist. Though many grey witches are chaotic, some few are lawful, using their deceptions and trickery to reinforce the order of society and civilization.

Coven of the Half Moon Features

Witch Level	Feature
2nd	Half Moon Spells, Moonlight Illusionist
6th	Disguise Familiar
10th	Hidden Spellcraft
14th	Figments

Half Moon Spells

You gain advanced tutelage into specific spells important to your coven. You learn each of the spells on the following list at the witch level associated with them. These spells count as witch spells for you and do not count against the total spells you can know.

HALF MOON SPELLS

Witch Level	Spells
2nd	<i>disguise self, silent image</i>
3rd	<i>mirror image, phantasmal force</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>greater invisibility, hallucinatory terrain</i>
9th	<i>mislead, seeming</i>

MOONLIGHT ILLUSIONIST

When you join this coven at 2nd level, you have advantage on any Investigation checks made to discern the true nature of an illusion or whether or not a creature is in its true form. You learn the *minor illusion* cantrip if you do not already know it, and you can cast it using a bonus action or an action.

If you already have knowledge of this cantrip, you instead gain knowledge of one additional cantrip from the witch spell list.

DISGUISE FAMILIAR

At 6th level, your familiar is under the effects of a permanent *disguise self* spell, which uses your spell save DC. You and your familiar can both dismiss, reapply, or

adjust the appearance of this illusion by using an action on your respective turns. Reapplying this spell does not require expending a spell slot.

Further, this spell can be used to make your familiar appear to be size Medium or smaller, and can be made to appear to give your familiar a humanoid body shape. Your familiar still retains its normal configuration of limbs, however, and cannot physically interact with any object that requires hands.

If the illusion has a humanoid appearance, the illusion does not behave exactly as your familiar does. Rather, it follows the general idea of what your familiar is doing. Thus, an illusion of a halfling placed on top of a cat familiar does not walk on four legs as a cat does, but rather walks on two, as would be normal for a humanoid.

HIDDEN SPELLCRAFT

Beginning at 10th level, when you cast a spell that has an area of effect and a duration of 1 round or greater, you can choose to use illusion magic to make the effects of that spell invisible. Creatures are still affected by the spell, as normal, and can see the spell's effects on other creatures, but cannot see the spell itself, making its location hard for them to determine.

If a creature suspects there is an invisible spell present, it can use its action to make an Intelligence (Investigation) check against your spell save DC. On a success, the creature perceives a translucent outline of the spell itself, and knows the spell's location as if the spell was visible.

Once you use this ability, you must finish a short or long rest before you can use it again.

FIGMENTS

Starting at 14th level, you gain the ability to craft potent illusory curses. You can touch a creature and use an action, forcing it to make a Charisma saving throw against your spell save DC. If it fails, it is subject to one of the following curses of your choice.

You decide the parameters of the curse when you first inflict it, and it lasts until a remove curse spell or similar magic is cast on the target, or until you take a long rest. Once a creature fails its saving throw against this ability, you cannot use this feature again until you finish a long rest.

Alternatively, when this curse would expire on a creature after you've finished a long rest, you can choose for it to instead persist until your next long rest (or until it is dispelled). If you choose to extend this curse, you do not regain the use of this feature after completing the long rest.

The curses you can select from are as follows:

False Face. The target is affected by an illusion that makes them (and their clothing, armor, weapons, and other belongings on their person) look different in a method of your choosing. They can seem up to 1 foot shorter or taller, be visibly heavier or lighter, but must have the same basic arrangement of limbs.

This illusion is powerful enough to hold up to physi-



cal inspection, seeming real to the touch, modifying the target's voice and other sounds they would produce, and even emitting convincing smells. A creature can discern that the target is under an illusion, but must first use an action to inspect the target and succeed on an Intelligence (Investigation) check against your spell save DC.

Wrongsight. You change how one facet of the world appears to the target, substituting reality with what you wish the target to see. You could, as examples, dictate that all doors appear open to the target, or that all humans appear to be orcs. You cannot change how the entire world appears to the target; you cannot choose for the target to perceive the world to be made of lava, but you can specify that the target sees the floor of any given room as lava.

If the target suspects a facet of the world is not what it seems, it can use an action to make an Intelligence (Investigation) check with disadvantage against your spell save DC. On a success it knows the target for what it really is, though their incorrect perception of the target does not change. Over time, the target may begin to assume certain things are illusions and act as such, but the target most likely will not always be correct.

COVEN OF THE CRESCENT MOON

Witches are practical and pragmatic by nature, and many know full well the limits of spellcraft. The green witches of the Covenant of the Crescent Moon train with both blade and spell, and style themselves as the protectors of witchcraft, both within and without, and tend to be lawful in nature. Should a witch-hunter make too much headway or a spellcaster delve too deeply into the darkest secrets of magic, the green witches will be there, fighting to restore the balance.

COVEN OF THE CRESCENT MOON FEATURES

Witch Level	Feature
2nd	Crescent Moon Spells, Battle Witchcraft, Crescent Strike
6th	Extra Attack
10th	Walk the Crescent Path
14th	Hastened Arcana

CRESCENT MOON SPELLS

You gain advanced tutelage into specific spells important to your coven. You learn each of the spells on the following list at the witch level associated with them. These spells count as witch spells for you and do not count against the total spells you can know.

CRESCENT MOON SPELLS

Witch Level	Spells
2nd	<i>false life, shield</i>
3rd	<i>cloud of daggers, shadow blade*</i>
5th	<i>elemental weapon, protection from energy</i>
7th	<i>fire shield, stonework</i>
9th	<i>destructive wave, steel wind strike*</i>

* these spells are found in *Xanathar's Guide to Everything*

BATTLE WITCHCRAFT

When you join this coven at 2nd level, you are trained to be more adept at melee combat. You gain proficiency with the scimitar, shortsword, and rapier. When you hold a sickle, it has the finesse property in addition to its regular properties and deals 1d6 slashing damage on a hit.

Further, you add your Intelligence modifier as a bonus to rolls for initiative and on any Constitution saving throws you make to maintain concentration on a spell.



In addition, add half your Intelligence modifier (round up) to your Armor Class when you are not wearing armor or using an Unarmored Defense class feature (or similar).

CRESCENT STRIKE

Also at 2nd level, once on your turn when you hit a target with a melee attack while you are holding a weapon, you can choose to have your familiar use its reaction to roll a melee weapon attack against a creature within 5 feet of it, adding your proficiency bonus and your choice of either your Strength modifier or Dexterity modifier in place of its own statistics. On a hit, this attack deals 1d6 bludgeoning, piercing, or slashing damage (your choice). This damage dealt by your familiar is magical for the purposes of overcoming resistance and immunity.

The damage this feature deals increases by 1d6 at 6th level (2d6), 10th level (3d6), 14th level (4d6), and 18th level (5d6).

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

WALK THE CRESCENT PATH

At 10th level, you and your familiar know well the twisting dance of battle. Once on your turn, immediately before or after any attack taken as a part of the Attack action, you or your familiar can teleport up to 10 feet.

HASTENED ARCANA

Starting at 14th level, you are able to channel your magical ability even as you strike. On a turn in which you use the Attack action, you can use a bonus action to cast one witch cantrip you know that would normally require an action.

COVEN OF THE ECLIPSE

All witches know fully well there are magics they are forbidden to study, forgotten secrets that, if dabbled with, can easily be the end of the world. Though exceedingly rare, these red witches fall within the Coven of the Eclipse, dedicating themselves to their craft under the auspice of a lunar eclipse. Such witches can easily be evil malefactors obsessed with power, or they can simply be chaotic seekers of truth, willing to go to any length to understand the origins of their abilities.

COVEN OF THE ECLIPSE FEATURES

Witch Level	Feature
2nd	Eclipse Spells, Fiendish Affinity
6th	Sanguine Rain
10th	Hellish Influence
14th	Hagform

ECLIPSE SPELLS

You gain advanced tutelage into specific spells important to your coven. You learn each of the spells on the following list at the witch level associated with them. These spells count as witch spells for you and do not count against the total spells you can know.

ECLIPSE SPELLS

Witch Level Spells

2nd	<i>arms of Hadar, dissonant whispers</i>
3rd	<i>crown of madness, flaming sphere</i>
5th	<i>hunger of Hadar, summon lesser demons*</i>
7th	<i>phantasmal killer, summon greater demon*</i>
9th	<i>immolation*, infernal calling*</i>

* these spells are found in *Xanathar's Guide to Everything*

FIENDISH AFFINITY

When you join this coven at 2nd level, you learn the languages Infernal and Abyssal.

Additionally, the dark powers behind your magic entrust you with one of their own. When you cast *find familiar*, you can choose to have your familiar be an imp or a quasit. Should you select one of these familiars, you cannot choose for it to be any type other than a fiend.

When a creature adjacent to your imp or quasit familiar reaches 0 hit points and dies, you can use a reaction to have your familiar consume a portion of its soul. If you do, your choice of either you or your familiar gains temporary hit points equal to your Intelligence modifier + half your witch level, which last for up to one minute. Once your familiar consumes a portion of a soul in this way, it can't do so again until you have finished a short or long rest.

SANGUINE RAIN

At 6th level, you can use an action to call down a rain of blood in a cylinder with a 15-foot radius and a height of 60 feet, centered on a point you can see within 120 feet of you. You and any fiends you choose attack with advantage while within this rain of blood. The rain of blood also confers half cover on you and any fiends you choose, and a number of additional creatures up to your Intelligence modifier (minimum 1).

Once you use this ability, you must finish a short or long rest before you can use it again.

HELLISH INFLUENCE

At 10th level you can use an action to invisibly summon a particularly insidious fiend, which takes root in the mind of a humanoid you can see within 120 feet of you. This fiend is active for 24 hours, during which time it psychically reports back to you as long as you are on the same plane of existence, making you aware of anything the target sees or does.

Additionally, you can use an action to instruct the fiend to influence its humanoid host. This takes the form of a sentence or two of directions you tell the fiend to pass on to the target. The fiend does its best to make the course of action sound reasonable to the target, but cannot convince the target to harm itself in an obvious way. The fiend will also attempt to word the directions in a way that is both true to the letter of what you have requested, but also in service to whatever nebulous agenda the fiend may have.

The target must make a Wisdom saving throw against

your spell save DC. On a failure, it follows the fiend's directions to the best of its ability. On a success, the fiend is expelled, the target becomes aware of its presence, and this effect ends. Creatures immune to being charmed automatically succeed on this saving throw.

You can give the target directions in this way more than once, but the target has advantage on every saving throw it makes after the first.

Once you use an action to summon a fiend with this ability, you cannot do so again until you have finished a long rest.

HAGFORM

Starting at 14th level, you can use a bonus action to let your fiendish power overtake you and transform into a night hag, a blue skinned, horned demonic creature, many of whom are the progenitors of this coven. This form lasts for up to a minute, until you are rendered unconscious, or until you dismiss it with another bonus action. Once you use this ability, you cannot use it again until you have completed a long rest.

While in this form, you gain the following:

- Your type is fiend, instead of any other type.
- Darkvision out to 120 feet.
- Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.
- As an action, you can cast the spell *etherealness* at-will as a 7th level spell without expending a spell slot. When cast in this way, the spell ends when you return to your original form.
- Damage dealt by your cantrips uses the highest possible number on each die, instead of rolling.

COVEN OF THE GIBBOUS MOON

Fate is written in both the stars and blood, for those who look with careful eye. Witches of the Coven of the Gibbous Moon consider themselves to be the arbiters of destiny, reading fate and either averting it or ensuring its completion. These indigo witches also act as spirit guides, bringing the souls of the dead to their final place of rest through rite and ritual. Witches in this coven are often neutral, respecting the forces of death and fate in the broader cosmos, and knowing their place as but a servant to each.

COVEN OF THE GIBBOUS MOON FEATURES

Witch Level	Feature
2nd	Gibbous Moon Spells, Read the Entrails
6th	Psychopomp
10th	Fortune Telling
14th	Guide of Fates

GIBBOUS MOON SPELLS

You gain advanced tutelage into specific spells important to your coven. You learn each of the spells on the following list at the witch level associated with them. These spells count as witch spells for you and do not count against the total spells you can know.

GIBBOUS MOON SPELLS

Witch Level Spells

2nd	<i>chaos bolt*</i> , <i>guiding bolt</i>
3rd	<i>augury</i> , <i>gentle repose</i>
5th	<i>speak with dead</i> , <i>spirit guardians</i>
7th	<i>divination</i> , <i>Mordenkainen's faithful hound</i>
9th	<i>scrying</i> , <i>Rary's telepathic bond</i>

* this spell is found in *Xanathar's Guide to Everything*

READ THE ENTRAILS

When you join this coven at 2nd level, you learn how to read the secret signs hidden in a creature's viscera. When a creature that is not an undead, elemental, ooze, or construct is reduced to 0 hit points and dies within 10 feet of you or your familiar, you can use a reaction to read fate in the substance of its death.

If you do, roll twice on the Revelations table, selecting one of these two results and then choosing a creature within 30 feet of you. That creature gains the effect you selected, which lasts until its stated duration or until you take a short or long rest, whichever is first.

Once you use this ability, you require a short or long rest before you can use it again.

REVELATIONS

d10	Revelation
1	Inspiring Insight. The chosen creature gains a point of inspiration.
2	Fortuitous. The creature has advantage on the next saving throw it makes.
3	Narrow Escape. The selected creature can immediately move a distance up to its movement speed, which does not provoke opportunity attacks.
4	Turning Point. The creature has advantage on the next attack it makes.
5	Downfall. The creature has disadvantage on the next saving throw it makes.
6	Deficiency. The creature has disadvantage on the next attack it makes.
7	Weakness. The creature becomes vulnerable to a damage type of your choice, until it takes damage of that type once.
8	Hidden Might. The creature's next attack that hits deals an extra 1d8 damage.
9	Forgotten Curio. The creature finds a new mundane item of your choice on its person, which is worth 5 gp or less.
10	Fatesight. The creature is aware of the exact location of all other creatures within 30 feet of it until the beginning of your next turn, including creatures that are invisible or in the Ethereal plane.

PSYCHOPOMP

At 6th level, when you summon your familiar, you can have it manifest as a spectral version of itself. While

in this form, your familiar gains the following additional benefits:

- A flying speed of 30 feet with the hover property (unless it has a faster flying speed)
- The ability to become invisible until the end of its next turn by using an action
- The ability to pass through solid surfaces other than those made of lead. If your familiar ends its turn within a surface, it takes 2d10 force damage, which cannot be reduced or ignored, and is expelled to the nearest available location.
- Resistance to all damage other than psychic; radiant; and bludgeoning, slashing, or piercing damage from magical or silvered weapons

Additionally, when your familiar shares a space with a creature, you can cause your familiar to use its reaction to share one of these benefits of your choice with that creature. The creature receives the chosen benefit until the beginning of your next turn. Once you share a benefit in this way, you cannot do so again until you have finished a short or long rest.

FORTUNE TELLING

At 10th level, you know the secrets to true fortune telling. As a 10-minute ritual, you conjure a tarokka deck and tell the fortune of a willing creature besides yourself within 5 feet of you for the duration of the ritual.

This creature must share a language with you, and must have a CR or level of at least 1 to have a destiny significant enough for this reading. Roll three times on the Fortune Telling table, or, if you have a physical tarokka deck, shuffle together the high deck with the



EMMANUEL "LEMA" MARTINEZ

masters of swords, stars, coins, and glyphs, and deal out three cards.

The creature must then select one of these cards, which it keeps. If the card is not specified to be used immediately, the creature can use the card with no action on its turn. The card's magic fades once 24 hours have passed after the completion of the ritual, so it must

be used within that time. A creature cannot have its fortune read by this ritual more than once every 30 days.

When a creature is selecting a card, it is to know nothing about the fortune it chooses other than the name of the card and its appearance. Any hints as to the nature of the fortune bestowed by a card (by either any character or any player) invalidate the ritual, causing the spell

FORTUNE TELLING

d20	Card	Effects
1	Artifact	After reducing an enemy creature to 0 hit points, the creature that drew this card can use the card to find an appropriate valuable item or treasure on their possession worth 100 gp.
2	Beast	This card is used immediately. Within the next 24 hours, the creature that drew this card has disadvantage on all Charisma checks that are not Intimidate checks, but has advantage on all Intimidate checks.
3	Broken One	This card is used immediately. Within the next 24 hours, the creature that drew this card will lose something or someone of significance.
4	Darklord	This card is used immediately. The creature that drew this card must name another creature considered to be its enemy, then gaining a valuable insight into its enemy's motivations or goals that it did not already know. If the creature that drew this card knows of no such enemies, this card provides it with knowledge of one.
5	Donjon	The creature that drew this card can use the card while within a ruin or dungeon. While in that location, the creature that drew this card has advantage on any checks made to find objects, rooms, or traps for the next 24 hours.
6	Ghost	This card is used immediately. Within the next 24 hours, the creature that drew this card will be confronted by either the ghost of a foe it felled, or the serious consequences of its own actions.
7	Executioner	When an attack made by the creature that drew this card hits, that creature can use this card to make that attack a critical hit.
8	Horseman	This card is used immediately. Within the next 24 hours, the DM can decide to have one attack that hits the creature that drew this card become a critical hit.
9	Innocent	This card is used immediately. Within the next 24 hours, someone the creature that drew this card knows and cares for will be placed in serious peril.
10	Marionette	This card is used immediately. The creature that drew this card instantly knows of another creature that would be sympathetic to its cause, and that would have means to help it in a significant way.
11	Mists	The creature that drew this card can use this card to cast the <i>fog cloud</i> spell as a 2nd-level spell centered on themselves, without using an action or expending a spell slot.
12	Raven	The creature that drew this card can use this card to gain automatic success on one Intelligence check or save of its choice.
13	Seer	The creature that drew this card can use this card to gain automatic success on one Wisdom check or save of its choice.
14	Tempter	The creature that drew this card can use this card to gain automatic success on one Charisma check or save of its choice.
15	Warrior (Master of Swords)	This card is used immediately. For the next 24 hours, any weapon held by the creature that drew this card is treated as a magic weapon with a bonus to attack and damage rolls equal to half that creature's proficiency bonus (round up) for as long as the creature holds it.
16	Wizard (Master of Stars)	The creature that drew this card can use the card instead of expending a spell slot for one spell they would otherwise be able to cast. The creature must still use an action of the appropriate type to cast the spell.
17	Rogue (Master of Coins)	The creature that drew this card can touch one other creature and use this card, magically transporting the most valuable item that creature has on its person to a location on the creature that drew this card's person.
18	Priest (Master of Glyphs)	The creature that drew this card can use the card to regain hit points equal to 1/3 of their hit point maximum.
19	Redraw – 1	Reroll the entire draw, with two cards instead of three. Reroll any results that would have you redraw.
20	Redraw + 1	Reroll the entire draw, with four cards instead of three. Reroll any results that would have you redraw.

slot to be expended with no result. Once the creature has selected a card, however, it knows fully the effects of the card chosen.

A creature cannot receive the same fortune twice. If you draw a card that the creature has previously chosen, reroll it or discard it and draw again. If it is impossible to draw three cards without turning up one which the creature has already selected, this ritual no longer works for that creature.

Once you have used this ability, you cannot do so again until you have completed a long rest.

GUIDE OF FATES

Starting at 14th level, when you use your Read the Entrails feature, you can roll 3 times on the Revelation table, still selecting only one result. You can use your Read the Entrails feature twice between rests.

In addition, while using your Psychopomp feature, your familiar can share two of the feature's benefits instead of one with a single creature.

COVEN OF THE LOST MOON

Legends and star charts of old tell of how, long ago, one additional moon hung in the night sky. Whether by magic, cataclysm, or something stranger still, this moon has vanished, leaving the witches under its auspice in a precarious position. Naming themselves the Coven of the Lost Moon, these witches scour the multiverse

for what happened to the missing celestial object, as well as the answers to other strange permutations of existence. These starlight witches, clad in silver, can find themselves as ardent members of any alignment, as each witch is likely to stumble upon their own poignant, individual truth.

COVEN OF THE LOST MOON FEATURES

Witch Level	Feature
2nd	Lost Moon Spells, Starlight Seeker
6th	Familiar Nexus
10th	Witchwarp
14th	Lost Knowledge

LOST MOON SPELLS

You gain advanced tutelage into specific spells important to your coven. You learn each of the spells on the following list at the witch level associated with them. These spells count as witch spells for you and do not count against the total spells you can know.

LOST MOON SPELLS

Witch Level	Spells
2nd	<i>longstrider</i> , <i>Tenser's floating disk</i>
3rd	<i>rope trick</i> , <i>see invisibility</i>
5th	<i>haste</i> , <i>thunder step</i> *
7th	<i>banishment</i> , <i>dimension door</i>
9th	<i>far step</i> *, <i>teleportation circle</i>

* these spells are found in *Xanathar's Guide to Everything*

THE LOST MOON AND YOU

In many ways, the Coven of the Lost Moon is designed as an archetype with an evolving story built into it. Who were these witches before the moon was lost? What happened to the moon they consecrated themselves under? And importantly, who do they see themselves as now?

Young witches that join this coven do so because they are seeking answers to their own questions, and the search of the Lost Moon coven resonates with them. What truths do you seek, as a Lost Moon witch, and where in the multiverse do you hope to find them?

STARLIGHT SEEKER

When you join this coven at 2nd level, you have proficiency with the Investigation skill, and add double your proficiency bonus to checks made with it.

Additionally, as a ritual that takes 10 minutes, you can cast your choice of either *find traps*, *locate animals or plants*, or *locate object* without expending a spell slot or material components. At 5th level, this list also includes *locate creature*.

Once you cast a spell using this ability, you must finish a short or long rest before you can use it again.

FAMILIAR NEXUS

At 6th level, your understanding of the complex nature of the multiverse allows you to more effectively utilize the unique bond between you and your familiar. Your familiar can be used to deliver spells with any range, rather than just those with a range of touch.

Additionally, you always know the distance and direction of any planar portals within 1 mile of you.

WITCHWARP

When you reach 10th level, you know how to exploit the connection between your familiar and yourself, effortlessly transporting to each other's locations. As a bonus action, you and your familiar teleport, each of you appearing at the other's previous location.

Additionally, you can choose for one creature adjacent to either you or your familiar to be teleported as well, appearing in a space of your choosing within 5 feet of either your familiar or yourself. After you have teleported another creature besides yourself or your familiar, you must finish a short or long rest before you can teleport an additional creature in this way again.

LOST KNOWLEDGE

Starting at 14th level, you've discovered much in your searchings, and have a prodigious grasp of magic. As a bonus action on your turn, you can gain knowledge of one spell from any class's spell list. You must have at least one spell slot available that can be used to cast the spell, which must be expended if you cast it. While you know the spell, it counts as a witch spell for you, and doesn't count against the number of spells you can know. The spell fades from your mind after you cast it or at the end of your current turn, and you lose knowledge of it at that time.

Once you use this feature, you cannot use it again until you finish a long rest.

WITCH SPELLS

This section includes all spells available to the witch class, other than those determined by choice of Witch's Coven. Spells found in a location other than the *Player's Handbook* carry a symbol denoting their source. An index for these symbols can be found below.

Symbol Source

None	<i>Player's Handbook</i>
*	<i>Elemental Evil Player's Companion</i>
†	<i>Xanathar's Guide to Everything</i>
‡	<i>Codex of Waves</i> (DM's Guild)
§	<i>Acquisitions Incorporated</i>
	<i>Lost Laboratory of Kwalish</i> (DM's Guild)
¶	<i>Codex of Technomancy</i> (DM's Guild)
◇	Later in this supplement

CANTRIPS (0 LEVEL)

Acid Splash (Conjuration)
Chill Touch (Necromancy)
Control Flames (Transmutation) *†
Create Bonfire (Conjuration) *†
Dancing Lights (Evocation)
Druidcraft (Transmutation)
Friends (Enchantment)
Frostbite (Evocation) *†
Guidance (Divination)
Gust (Transmutation) *†
Infestation (Conjuration) †
Mage Hand (Conjuration)
Magic Stone (Transmutation) *†
Mending (Transmutation)
Message (Transmutation)
Minor Illusion (Illusion)
Mold Earth (Transmutation) *†
Poison Spray (Conjuration)
Prestidigitation (Transmutation)
Primal Savagery (Transmutation) †
Produce Flame (Conjuration)
Ray of Frost (Evocation)
Ripple (Conjuration) ‡
Shape Water (Transmutation) *
Spare the Dying (Necromancy)
Thaumaturgy (Transmutation)
Thorn Whip (Transmutation)
Toll the Dead (Necromancy) †
Watch Totem (Divination) ◇

1ST LEVEL

Alarm (Abjuration, ritual)
Animal Friendship (Enchantment)
Animate Hair (Transmutation) ◇
Beast Bond (Divination) *†

Cackle (Enchantment) ◇
Catapult (Transmutation) *†
Cause Fear (Necromancy) †
Charm Person (Enchantment)
Command (Enchantment)
Comprehend Languages (Divination)
Create or Destroy Water (Transmutation)
Detect Evil and Good (Divination)
Detect Magic (Divination, ritual)
Detect Poison and Disease (Divination, ritual)
Distort Value (Illusion) §
Earth Tremor (Evocation) *†
Entangle (Conjuration)
Faerie Fire (Evocation)
Feather Fall (Transmutation)
Fog Cloud (Conjuration)
Goodberry (Transmutation)
Guiding Light (Illusion) ◇
Ice Knife (Conjuration) *†
Identify (Divination, ritual)
Illusory Script (Illusion, ritual)
Luck of the Sea (Transmutation, ritual) ‡
Mage Armor (Abjuration)
Protection from Evil and Good (Abjuration)
Purify Food and Drink (Transmutation, ritual)
Ray of Sickness (Necromancy)
Rite (Abjuration, ritual) ◇
Sleep (Enchantment)
Snare (Abjuration) †
Speak with Animals (Divination, ritual)
Unseen Servant (Conjuration, ritual)
Witch Bolt (Evocation)

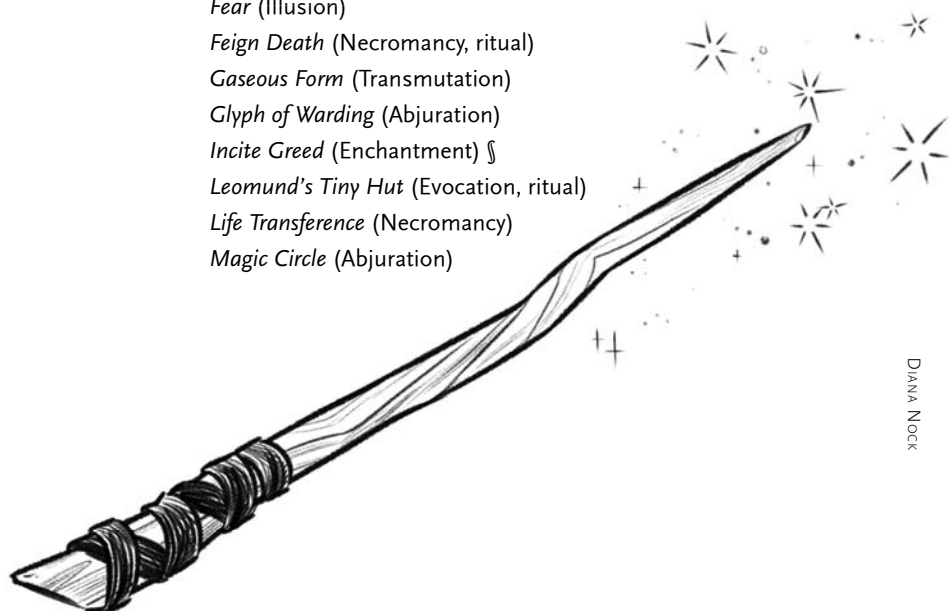
2ND LEVEL

Alter Self (Transmutation)
Animal Messenger (Enchantment, ritual)
Augury (Divination, ritual)
Awaken Machine Spirit (Conjuration, ritual) ¶
Barkskin (Transmutation)
Beast Sense (Divination, ritual)
Bigby's Blistering Barnacles (Conjuration) ‡
Conjure Trap (Conjuration) ¶
Detect Thoughts (Divination)
Dragon's Breath (Transmutation) †
Dust Devil (Conjuration) *†
Earthbind (Transmutation) *†
Enhance Ability (Transmutation)
Enlarge/Reduce (Transmutation)
Enthrall (Enchantment)
Flowsight (Divination) ‡
Gentle Repose (Necromancy, ritual)
Gift of Gab (Enchantment) §
Gust of Wind (Evocation)

Hold Person (Enchantment)
Invisibility (Illusion)
Knock (Transmutation)
Locate Animals or Plants (Divination, ritual)
Locate Object (Divination)
Magic Mouth (Illusion, ritual)
Melf's Acid Arrow (Evocation)
Misty Step (Conjuration)
Moonbeam (Evocation)
Nystul's Magic Aura (Illusion)
Protection from Poison (Abjuration)
Ray of Enfeeblement (Necromancy)
See Invisibility (Divination)
Silence (Illusion, ritual)
Sink (Transmutation) ‡
Skywrite (Transmutation, ritual) *†
Snillloc's Snowball Swarm (Evocation) *†
Spider Climb (Transmutation)
Spike Growth (Transmutation)
Suggestion (Enchantment)
Urchin's Spines (Transmutation) ‡
Warding Wind (Evocation) *†
Web (Conjuration)
Zone of Truth (Enchantment)

3RD LEVEL

Catnap (Enchantment) †
Clairvoyance (Divination)
Conjure Animals (Conjuration)
Conjure Effigy (Conjuration) ◇
Counterspell (Abjuration)
Create Food and Water (Conjuration)
Dispel Magic (Abjuration)
Enemies Abound (Enchantment) †
Enlarge Familiar (Transmutation) ◇
Erupting Earth (Transmutation)
Fast Friends (Enchantment) §
Fear (Illusion)
Feign Death (Necromancy, ritual)
Gaseous Form (Transmutation)
Glyph of Warding (Abjuration)
Incite Greed (Enchantment) §
Leomund's Tiny Hut (Evocation, ritual)
Life Transference (Necromancy)
Magic Circle (Abjuration)



Meld into Stone (Evocation, ritual)
Nondetection (Abjuration)
Phantom Steed (Illusion, ritual)
Plant Growth (Transmutation)
Sending (Evocation)
Sleet Storm (Conjuration)
Slow (Transmutation)
Speak with Dead (Necromancy)
Speak with Plants (Transmutation)
Stinking Cloud (Conjuration)
Tidal Wave (Conjuration)
Tiny Servant (Transmutation) †
Tongues (Divination)
Vampiric Touch (Necromancy)
Water Breathing (Transmutation, ritual)
Water Walk (Transmutation, ritual)

4TH LEVEL

Arcane Eye (Divination)
Banishment (Abjuration)
Charm Monster (Enchantment) †
Compulsion (Enchantment)
Confusion (Enchantment)
Conjure Minor Elementals (Conjuration)
Conjure Woodland Beings (Conjuration)
Control Water (Transmutation)
Deconstruct (Transmutation) ¶
Dominate Beast (Enchantment)
Fabricate (Transmutation)
Freedom of Movement (Abjuration)
Galder's Speedy Courier (Conjuration) ||
Giant Insect (Transmutation)
Grasping Vine (Conjuration)
Guardian of Nature (Transmutation) †
Ice Storm (Evocation)
Locate Creature (Divination)
Polymorph (Transmutation)
Share Pain (Enchantment) ◇
Stone Shape (Transmutation)

5TH LEVEL

Animate Objects (Transmutation)
Awaken (Transmutation)
Combine Potions (Transmutation) ◇
Commune with Nature (Divination, ritual)
Conjure Elemental (Conjuration)
Contact Other Plane (Divination, ritual)
Control Winds (Transmutation) *
Dominate Person (Enchantment)
Dream (Illusion)
Geas (Enchantment)
Glyph of Misfortune (Enchantment) ◇
Hallow (Evocation)
Hold Monster (Enchantment)

Legend Lore (Divination)
Modify Memory (Enchantment)
Passwall (Transmutation)
Planar Binding (Abjuration)
Reincarnate (Transmutation)
Scrying (Divination)
Skill Empowerment (Transmutation) †
Telekinesis (Transmutation)
Teleportation Circle (Conjuration)
Transmute Rock (Transmutation)
Tree Stride (Conjuration)
Wall of Stone (Evocation)
Wrath of Nature (Evocation) †

6TH LEVEL

Animate Hut (Transmutation) ◇
Bones of the Earth (Transmutation) *†
Circle of Death (Necromancy)
Conjure Fey (Conjuration)
Create Homunculus (Transmutation) †
Create Undead (Necromancy)
Curse of Craving (Enchantment) ◇
Eyebite (Necromancy)
Find the Path (Divination)
Flesh to Stone (Transmutation)
Guards and Wards (Abjuration)
Investiture of Flame (Transmutation) *†
Investiture of Ice (Transmutation) *†
Investiture of Stone (Transmutation) *†
Investiture of Wind (Transmutation) *†
Magic Jar (Necromancy)
Mass Suggestion (Enchantment)
Mental Prison (Illusion) †
Mordenkainen's Capable Caravel (Conjuration, ritual) ‡
Move Earth (Transmutation)
Otto's Irresistible Dance (Enchantment)
Planar Ally (Conjuration)
Soul Cage (Necromancy) †
Transport via Plants (Conjuration)
True Seeing (Divination)
Wall of Thorns (Conjuration)

7TH LEVEL

Etherealness (Transmutation)
Finger of Death (Necromancy)
Forcecage (Evocation)
Mirage Arcane (Illusion)
Plane Shift (Conjuration)
Power Word Pain (Enchantment) †
Project Image (Illusion)
Sequester (Transmutation)
Simulacrum (Illusion)
Symbol (Abjuration)
Whirlwind (Evocation) *†

8TH LEVEL

Abi-Dalzim's Horrid Wilting (Necromancy) *†
Animal Shapes (Transmutation)
Antimagic Field (Abjuration)
Antipathy/Sympathy (Enchantment)
Control Weather (Transmutation)
Dominate Monster (Enchantment)
Earthquake (Evocation)
Feeblemind (Enchantment)
Illusory Dragon (Illusion) †
Maddening Darkness (Evocation) †
Mind Blank (Abjuration)
Power Word Stun (Enchantment)

9TH LEVEL

Astral Projection (Necromancy)
Foresight (Divination)
Gate (Conjuration)
Imprisonment (Abjuration)
Mass Polymorph (Transmutation) †
Power Word Kill (Enchantment)
Psychic Scream (Enchantment)
Shapechange (Transmutation)
Storm of Vengeance (Conjuration)
True Polymorph (Transmutation)
Weird (Illusion)

ADDITIONAL SPELLS

The following spells are added to the class spell list for witches.

ANIMATE HAIR

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: S, M (a silver comb)

Duration: Concentration, up to 1 minute

Your hair grows to a length of five feet and begins to undulate, forming four large, living tendrils. While under the effects of this spell, you can use your hair to make attacks or lift small items. Items lifted by your hair can weigh collectively up to 20 pounds, or up to four objects (one per tendril) of 5 pounds or lighter. You are able to manipulate these objects with your hair as you would your hands, unless otherwise specified.

You can attack with your hair by making a melee spell attack using the Attack action, and your hair is considered to have a reach of 10 feet. On a hit, your hair deals bludgeoning damage equal to 1d8 + your spellcasting ability modifier.

You can also use your hair to perform a grapple against any creature within its reach. Use a check with your spellcasting ability modifier in place of any Strength (Athletics) checks the grapple would have

you make. Your hair can grapple up to four creatures separately, as each tendril counts as an open hand for this purpose.

Your hair can hold weapons and shields as it would any other item, but cannot use them to make attacks or confer any bonuses. Your hair does not innately grant you any extra attacks, but if you have the Extra Attack feature (or similar) you can make your normal assortment of additional attacks using your hair.

When this spell ends, your hair resumes its previous length and appearance, and drops any objects or creatures it may be holding.



ANIMATE HUT

6th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a chicken foot, 500 gp of herbs which the spell consumes)

Duration: Permanent

You can animate a hovel, hut, or small house that you touch as part of the casting of this spell, causing it to grow two to eight legs that can be organic or inorganic in appearance.

This animated hut is a construct immune to disease, poison damage, and being frightened, poisoned, or charmed, and has an AC of 16, 100 hit points, a speed of 50 feet, 26 Strength, 12 Dexterity, 18 Constitution, a 4 in all other statistics, and is considered to be Gargantuan in size. If the owner of this hut does not consent to this spell taking place, the spell slot will be expended with no effect. If the hut is reduced to 0 hit points, it returns to its inanimate state, but may suffer some structural damage in doing so.

While you are within this hut, you can expend an action to cause the hut to move in a direction of your choice. As a part of this action, you can cause the hut to take either the Dash or Dodge action. If you are not within the hut but on the same plane as it, you can call it to move to you (taking the Dash action) as a continuous ritual that lasts until the hut arrives, which requires you to stay within the same location for the ritual's duration.

In either case, the hut is semi-intelligent and will avoid obvious pitfalls and hazardous terrain. If the hut cannot find a way forward (if it is too large for a path, for example), you instinctively know that something is blocking it. The hut is unable to attack, and will actively avoid harming creatures or destroying terrain in the course of its movement.

If you cast this spell while you already have an animated hut, the first hut returns to its inanimate state, and the new hut becomes your animated hut.

At Higher Levels. When you cast this spell using a spell slot of 9th level, you can instead cause the hut to grow wings and fly, granting it a flying speed of 100 feet with the hover quality instead of its normal movement speed.

WITCH'S MOVING STRONGHOLD

If you desire, the Animate Hut spell can be used with a structure granted by the *Fortresses, Temples, and Strongholds* supplement, also available from Walrock Homebrew on the DM's Guild.

If you choose to do so, Animate Hut can make ambulatory any structure with 2 or less room points. Built rooms continue to function mostly as normal, though it may be easier or harder for traders to use your trade-specific rooms depending on the structure's location. Use sidebar rules found in *The Invisible Hand at Work* on the Traders and Merchants page, if your structure ends up in a favorable or unfavorable location for trade.

CACKLE

1st-level enchantment

Casting Time: 1 action

Range: 15 feet

Components: V

Duration: 1 round

You elicit a wicked cackle, unnerving to those nearby. Each creature within range of you cannot target you with opportunity attacks for the duration, and must succeed on a Wisdom saving throw or take 3d4 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the psychic damage by 1d4 for each slot level above 1st.

COMBINE POTIONS

5th-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: S, M (alchemist's supplies, two vials or bottles of potions or poison)

Duration: Permanent

You attempt to combine two potions or poisons you have on your person into a single item with the effects of both. The potions or poisons you're combining can be mundane, magical, or created with class features that allow the imbuing of spells (as with the Witch's Imbue



Potion feature). You cannot combine two potions that were created with features that imbue spells, nor can you combine a previously combined potion or poison with any other item.

After casting this spell, make two checks with your spellcasting ability modifier, adding your proficiency bonus if you are proficient with alchemist's supplies. The DC for these checks is 25 – twice the level of the spell slot you used to cast this spell. On a success, you have created the combined potion or poison, and both of the new item's effects can be applied with a single Use an Object action.

If this check fails, however, one of the items you attempted to combine is destroyed, chosen at random. Further, roll once on the Potion Mishaps table, and suffer the result.

POTION MISHAPS

d10 Revelation

- 1 The potion fumes turn your skin green. Only a *remove curse* spell can end this effect.
- 2 A large, unsightly wart grows in a prominent position on your body.
- 3 The destroyed potion explodes, catching you on fire and dealing 1d6 fire damage each turn until you use an action to render yourself prone and put it out.
- 4 The potion releases a toxic miasma, as if you had cast the spell *stinking cloud* centered on yourself.
- 5 Roll 1d100. This is the percentage of your hair that falls out.
- 6 The potion ignites in a loud flash and an explosive bang. You are blinded and deafened for one minute.
- 7 Smoke from the potion deadens your senses. Everything smells and tastes like dirt for 24 hours.
- 8 The potion's fumes cloud your mind, and you forget all events that happened within the last hour.
- 9 Within 20 feet of you, all plants wilt and die, and all food and milk spoils.
- 10 One randomly determined item on your person is transported to the Ethereal Plane.

CONJURE EFFIGY

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a personal item belonging to the target with sentimental value, or a piece of the target's body such as their hair or nail clippings, which the spell consumes)

Duration: 1 hour

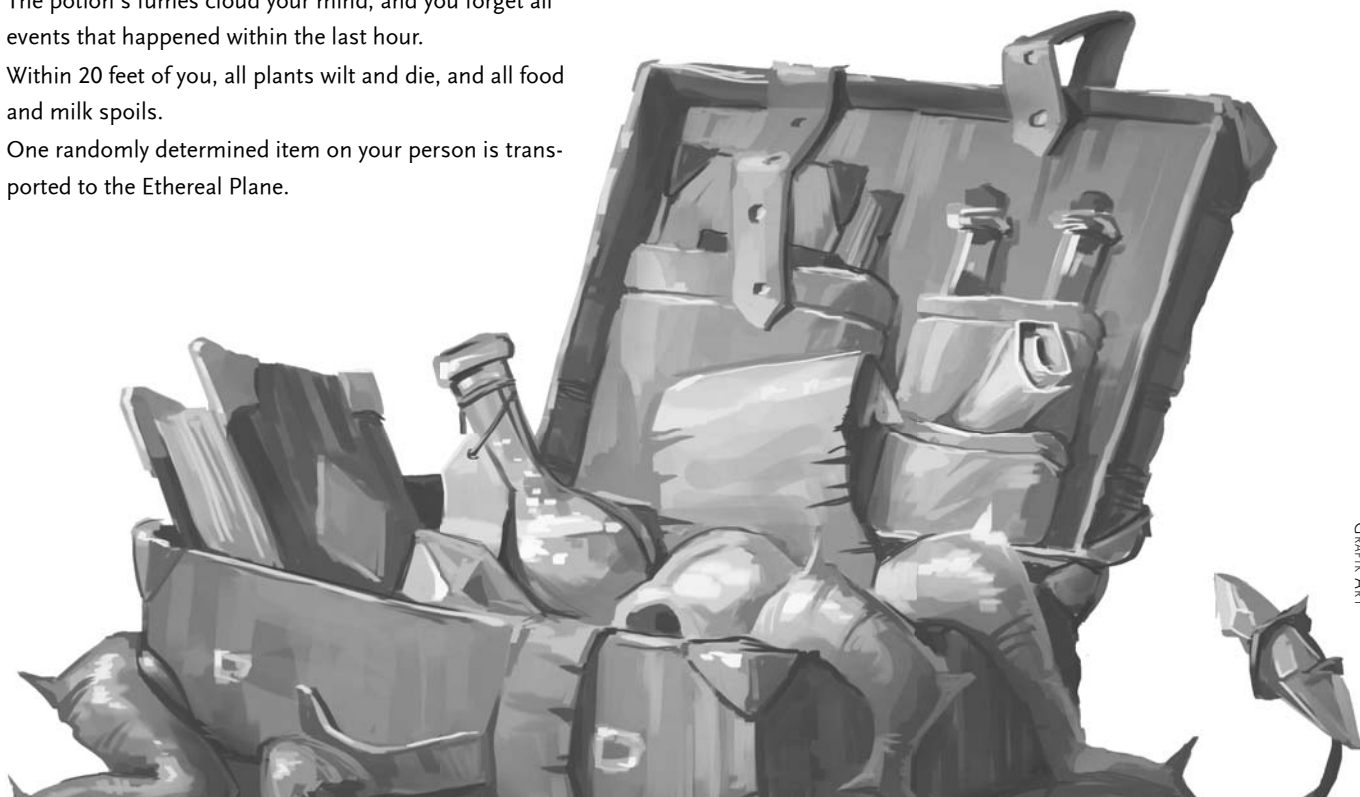
Choosing one creature you can see within 120 feet of you, you conjure in an unoccupied hand a makeshift doll of linen, straw, and stuffing that vaguely resembles the target, binding the personal item used in the spell's casting to the doll. If you lack the material component for this spell and the target is within 5 feet of you, you can retrieve an inconsequential personal item (such as a hair) from the target as part of this spell's casting, which you immediately use as the spell's material component.

While you hold this doll, damage you inflict upon it harms the creature that the doll resembles. Damage done with this doll cannot kill a creature, and if a creature is reduced to 0 hit points through usage of this doll, it is rendered unconscious but is immediately stabilized. After the spell's duration expires, the doll vanishes, and any personal items lose their magical potency and cannot be reused.

As part of the action used to conjure the doll, or as a separate action on a later turn while you are holding the doll, you can perform any of the following:

Pinprick. You pull out a short pin and stab the doll. Make a spell attack roll against the creature the doll resembles. On a hit, it takes 3d8 piercing damage.

Open Flame. You expose the doll to fire, burning it. The creature the resembles must make a Charisma



saving throw. If it fails, it takes 5d8 fire damage. If the target succeeds on its saving throw, it takes half this amount. In either case, this destroys the doll, and the spell ends.

Throw. You throw the doll up to 10 feet in a direction you choose. The creature it resembles must make a Charisma saving throw. If it fails, it is moved 10 feet in a direction of your choice other than upwards for every 5 feet you threw the doll. If the creature fails the save and if it or the doll collide with any solid objects (other than the floor) during this throw or forced movement, the creature takes 2d8 bludgeoning damage.

Crush. You throw the doll to the ground and stomp on it. The creature it resembles must make a Charisma saving throw. If it fails, it is rendered prone and takes 2d8 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, any damage dealt by the spell increases by 1d8 for each slot level above 3rd.

CURSE OF CRAVING

6th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dinnerbone picked clean of meat)

Duration: Permanent

You touch one humanoid, which must make a Charisma saving throw. If it fails, the target suffers your choice of one of the following curses, which can be negated with a *remove curse* spell or similar magic.

Adoration. The target develops a deep admiration for a creature of your choice, which you must have seen and that knows at least one language. The creature you choose can be yourself. The target is considered charmed by that creature. When the target takes a long rest, it can repeat the initial saving throw, ending this effect on a success.

Starvation. The target has either an unending hunger or thirst (your choice) that no amount of food or water will satiate. At the end of the day (typically after a long rest), the target suffers the effects of food or water deprivation, as listed in the *Player's Handbook* (p. 185), as if it had consumed no food or water that day. This effect only functions if the target needs to eat food or drink water to survive. Each day after suffering deprivation in this way, the target may repeat the initial saving throw. If it succeeds, this effect ends, though the target still suffers the effects of food or water deprivation until they are mitigated normally.

ENLARGE FAMILIAR

3rd-level transmutation

Casting Time: 1 bonus action

Range: 120 feet

Components: V, S, M (a magnifying glass)

Duration: 1 minute

This spell can only target a familiar you have summoned through the *find familiar* spell. You use your magic to increase your familiar's size and strength dramatically, making them a much more formidable foe. Your familiar grows to Medium size, gains an AC of 8 + your proficiency bonus + your spellcasting ability modifier, and it increases its hit point maximum by 10. The Strength, Dexterity, and Constitution scores of your familiar all increase to 10 (unless they are greater already), and you choose one of these scores to instead increase to 14.

Your familiar also gains an attack which adds your spellcasting ability modifier and proficiency bonus to its roll to hit (in place of the familiar's own statistics), and on a hit deals piercing, bludgeoning, or slashing damage (your choice) equal to 1d8 + your spellcasting ability modifier. Your familiar still cannot attack on its own, and you must use a bonus action to allow it to use an Attack action, or use a reaction of your own to allow it to make an opportunity attack.

This transformation lasts for up to one minute, until your familiar is reduced to 0 hit points, or until you end it as no additional action.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, your familiar instead grows to Large size, and increases its hit point maximum by an additional 5 hit points for every slot level above 3rd.

GLYPH OF MISFORTUNE

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S, M (a drawn glyph)

Duration: 1 hour

You impart a vicious curse, draining a creature's luck. Choose one creature you can see within range, which must make a Charisma saving throw. If it fails, that creature is subject to your glyph of misfortune for the spell's duration, or until the creature is affected by *remove curse* or similar magic.

Whenever a creature under your glyph makes an attack, an ability check, or a saving throw, you inherently know, and you can use your reaction to roll 1d20 after you know the result of the creature's roll. If your result is lower than the creature's roll, substitute the number on your die for what the creature rolled.

WITCH SPELLS FOR OTHER CLASSES

The additional spells included here are intended primarily for witches, but some of them are by no means limited to this class. Other classes also have access to certain spells on this spell list, as listed below:

Artificer. *combine potions*

Bard. *guiding light, share pain*

Cleric. *guiding light, share pain*

Druid. *guiding light, rite, watch totem*

Paladin. *guiding light, share pain*

Ranger. *guiding light, share pain*

Sorcerer. *guiding light*

Warlock. *conjure effigy, curse of craving, enlarge familiar, glyph of misfortune*

Wizard. *combine potions, curse of craving, enlarge familiar, share pain*

GUIDING LIGHT

1st-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a silver mirror)

Duration: Instantaneous

You create a luminous beacon over your head that shines with the radiance of the moon. Any number of creatures you designate up to your spellcasting ability modifier (minimum 1) within 30 feet of you can use a reaction to immediately move a distance up to its movement speed closer to you. This movement does not provoke opportunity attacks.

RITE

1st-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (25 gp worth of incense and herbs, which the spell consumes)

Duration: Instantaneous

You undertake a magical rite, intended to denote a time of change in life. When you cast this spell, choose one of the following effects, the targets of which must remain within 10 feet of you during casting.

Coming of Age. You touch one willing young adult humanoid, who then chooses 3 skills. For the next 24 hours, the target is proficient in those 3 skills if they are not already, and has advantage on checks made with the chosen skills. A creature can only benefit from this once.

Funeral. You touch the corpse of one creature. For the next 7 days, the creature cannot be made undead by any means, aside from a *wish* spell.

Hunt. You touch up to 5 humanoids, which can include yourself. For the next 24 hours, beasts have disadvantage on any Perception checks to locate a creature affected by this rite, and a creature under this rite has advantage on any Survival checks made to locate a beast.

Induction. You touch one willing humanoid who wishes to become a member of your circle or coven. For the next 24 hours, that creature has advantage on Insight checks and Wisdom and Intelligence saving throws, as long as at least one member of your circle or coven is within 30 feet of them. A creature can only benefit from this once.

Sacrifice. You touch one creature with a CR or level less than your total character level. This creature cannot be a construct or undead, and must be conscious and restrained or immobilized for the duration of the ritual. Upon completion of the ritual the creature dies, and you and up to 5 creatures you designate who were within 10 feet of the ritual during its casting gain temporary hit points equal to your spellcasting modifier + the creature's CR or level, which last for up to 24 hours. A creature can only benefit from this once every 30 days.

Wedding. You touch a number of adult humanoids willing to be bonded in marriage. For the next 7 days,

each of these creatures gains a point of inspiration whenever they spend a short or long rest in the company of at least one of their spouses. A creature cannot gain this benefit again for 300 days, nor can it be gained a second time by the same coupling of creatures.

SHARE PAIN

4th-level enchantment

Casting Time: 1 reaction, which you take when you or a creature you can see within 60 feet of you are hit by an attack made by a creature within range

Range: 60 feet

Components: M (a thorned vine tied in a knot)

Duration: Instantaneous

You attempt to transfer some of the triggering attack's damage back to the attacking creature. Reduce the damage the creature hit with the attack receives by half (round up), and the attacking creature must make a Constitution saving throw. If it fails, it takes the same amount of damage received by the target of its attack, up to a maximum of 10 hit points of damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the maximum damage this spell can deal increases by 10 hit points for every slot level above 4th.

WATCH TOTEM

Divination cantrip

Casting Time: 1 action

Range: 5 feet

Components: S, M (a tiny stick, stone, or other natural object, carved with runes)

Duration: 24 hours

You place the object used as a material component of this spell on a horizontal surface within range. For the duration of this spell, as long as you are on the same plane as the object, you can use an action at any time to see from the object's location for up to one minute. You can only see in a 60-foot radius around the object, your normal senses are considered blinded during this time, and this spell does not allow you to hear sounds near the object. Special vision-based senses you may have, such as darkvision, function normally with this spell.

This vision ends after one minute, or if you take an action to end it early. After this vision ends, when the spell's duration expires, if the object takes damage, or if the object is affected by *dispel magic* or similar, the object crumbles to dust and can no longer be used.

Only one watch totem can be active at any time. Casting this spell while an object created by this spell already exists destroys that original object, allowing a newly-created object to function.